

GAMEBOY ADVANCE

MONSTER HOUSE.

AGB-BG7E-US

INSTRUCTION BOOKLET

THQ

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



LICENSED BY

Nintendo®

CONTENTS

Story	2
Getting started	3
Controls	3
Main menu/ Playing a game	4
The Game screen	4
Pausing the game	5

characters	6
power-ups/ collectables	9
items/equipment	10
saving and loading	11
Tips	12
credits	13
Limited warranty	19



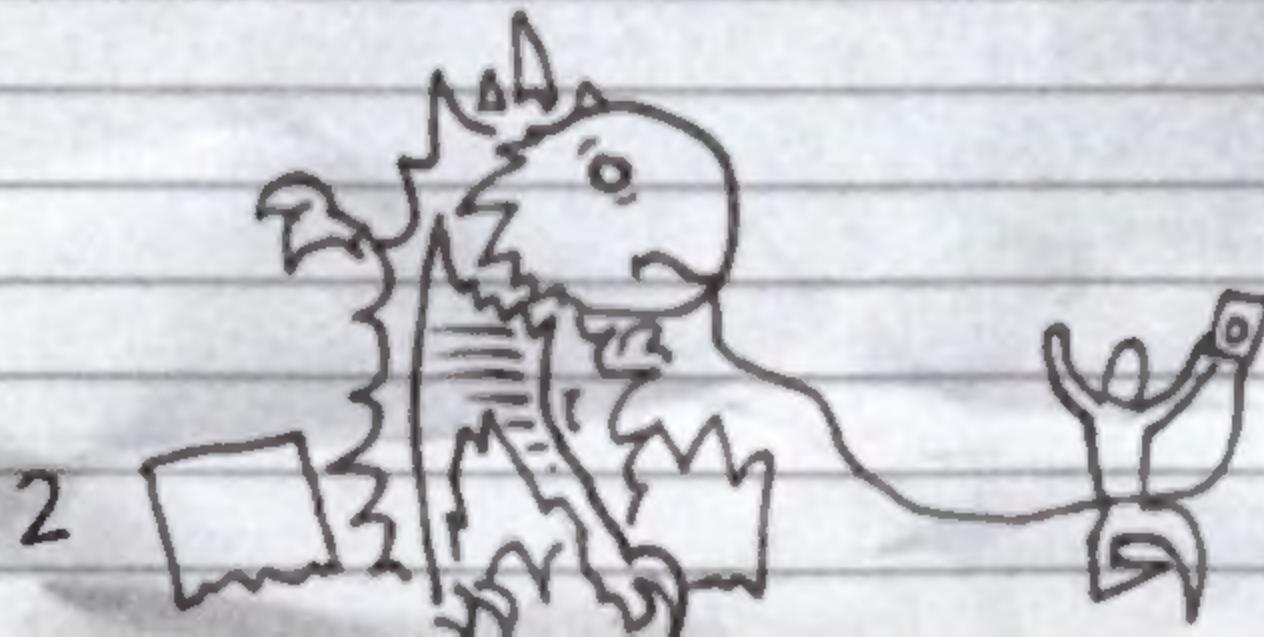
STORY

twelve year-old Dj Walters has been monitoring the unexplainable activities of the house across the street since he was a kid. He knows something just isn't right. Owned by the mysterious and reclusive Mr. Nebbercracker, the house has a way of making things disappear. Seems anything that lands on the old man's lawn is considered as good as gone.

Determined to find the secret to this ravenous piece of real estate, Dj and his friends Chowder and Jenny concoct a plan to battle the ominous "Monster House," only to discover that it's not just things that are starting to vanish, but apparently, it's people too! Halloween, with its hordes of "trick-or-treaters," is quickly approaching, and the three friends realize there is only one choice - to go into the house and destroy it once and for all!

But before the young heroes can take action, the front door bursts open, and a huge entryway carpet turns into a giant tongue, which swallows them whole, pulling them into the belly of the beast! Armed with only their water guns for protection and a walkie-talkie to communicate, the trio must face their fears and defeat the house.

Following a series of riddles and tasks, our young heroes travel through mind-boggling mazes of pipes and plaster, searching for the furnace - the literal heart of the house. It won't be an easy journey, as every room, corridor and corner is filled with evil creatures that want to protect the house and make Dj, Chowder and Jenny disappear forever.



GETTING STARTED

1. turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Monster House™ into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
3. turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Load Screen.

CONTROLS

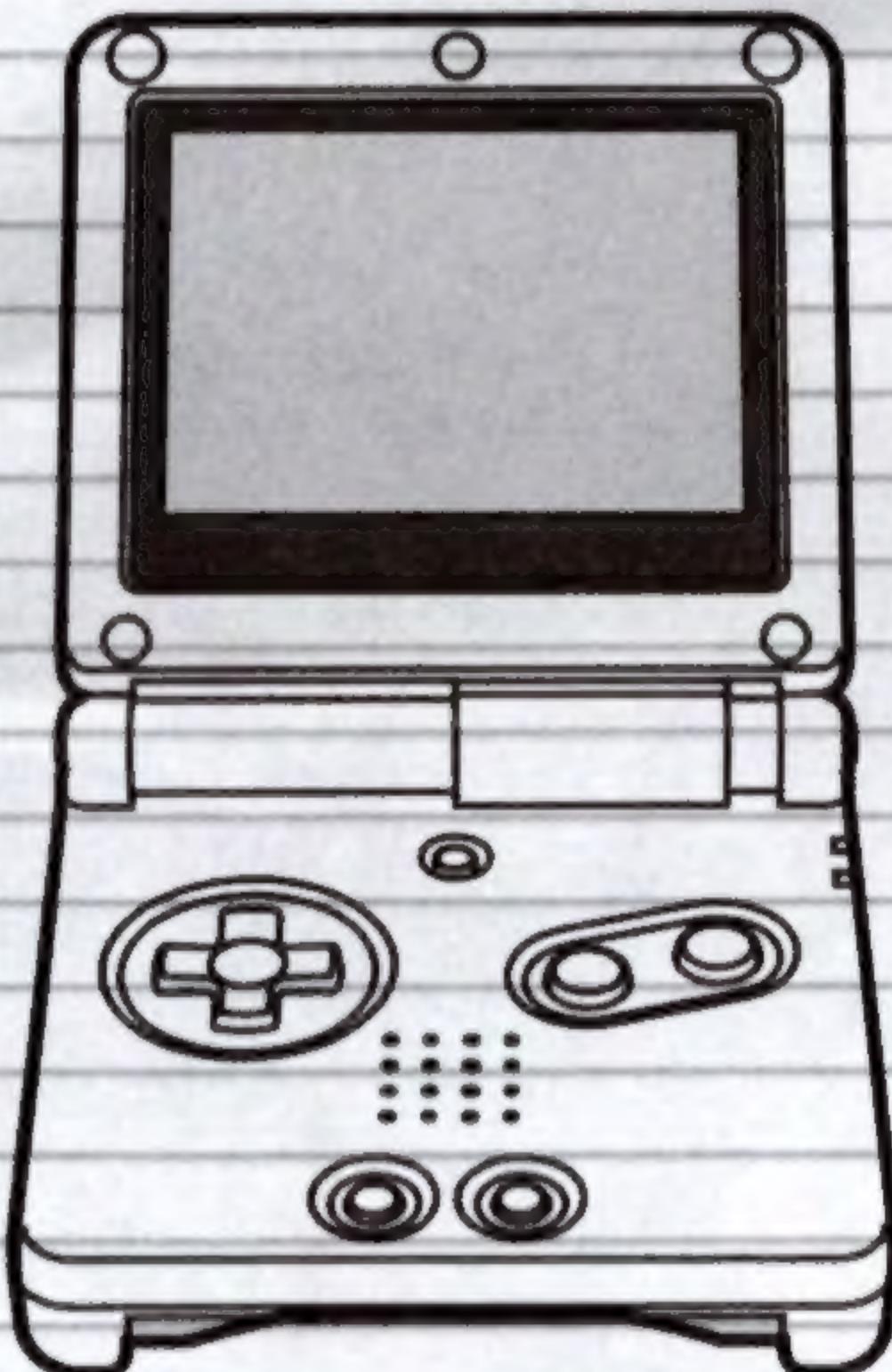
BUTTON ACTION

Menu Navigation

Control Pad	Highlight menu selections
A Button	Confirm selection
B Button	Cancel selection; Return to previous screen

Game Controls

Control Pad	Walk/Change Direction
Control Pad (double-tap)	Dash
A Button	Equip Item/Talk/Secondary Weapon or Item Attack
B Button	Attack
B Button (hold)	Secondary Water Gun Attack
L Button	Change Character
R Button	Perform Action (when Action Alert shows on game screen)
R Button (hold)	Strafe
START	Access Equipment/Quest Items
SELECT	Map



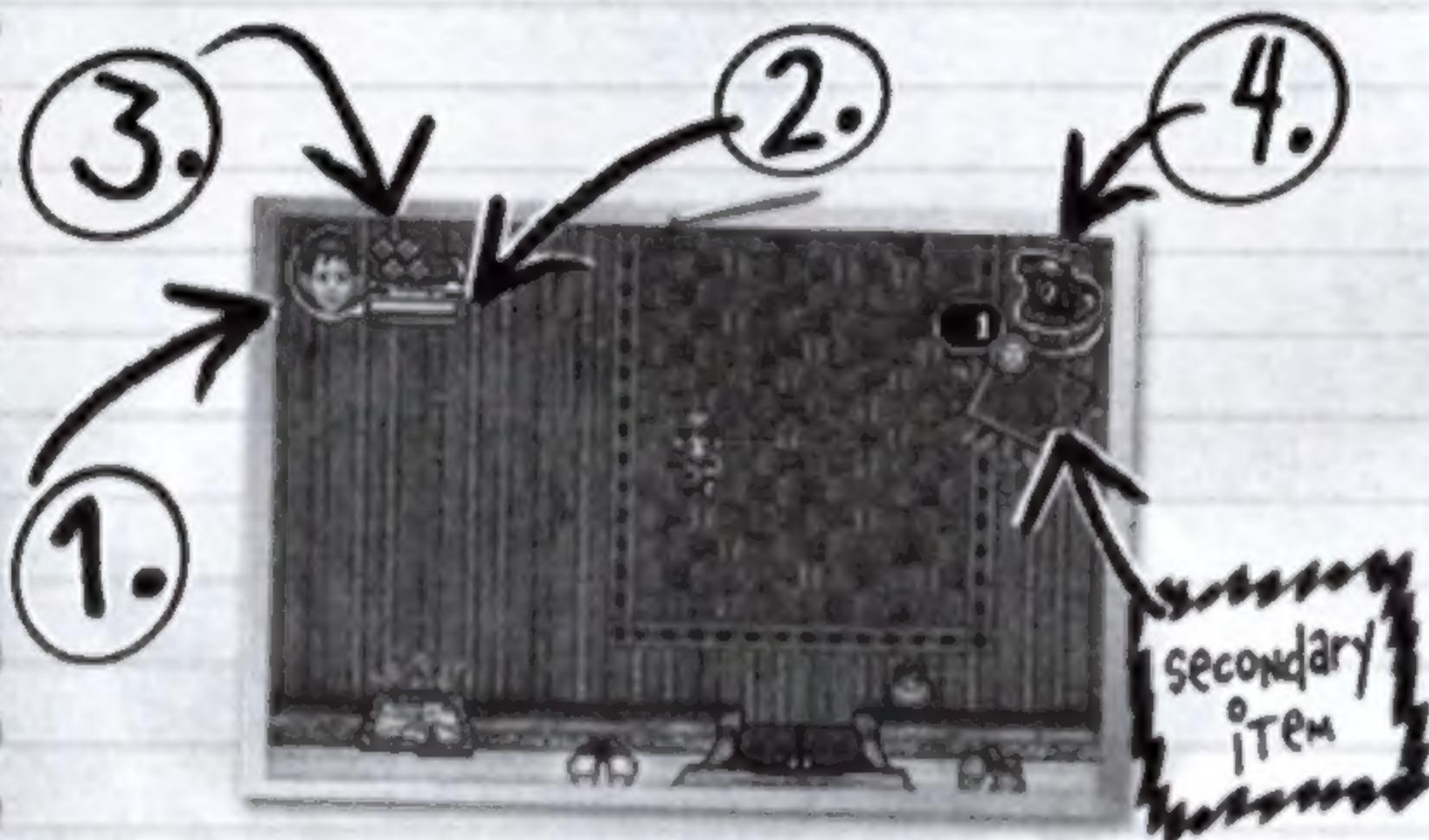
MAIN MENU/ PLAYING A GAME



- **New Game** - Start your adventure
- **Load Game** - Load a saved game
- **Options** - Access the following game options:
 - **Music Volume** - Adjust the in-game music volume
 - **Sound Volume** - Adjust the in-game sound FX volume
 - **Language** - Change the language used in the game
- **Credits** - See the game credits

To start your adventure, select NEW GAME and choose an open SAVE SLOT from the Main Menu.
Select YES to Create Game, then press the A Button.

the Game Screen



1. Character

Displays which character you are currently controlling. Press the L Button to switch characters.

3. Energy Meter

Displays the remaining energy of the character. Candy items can help you regain some energy.

2. Water Reservoir

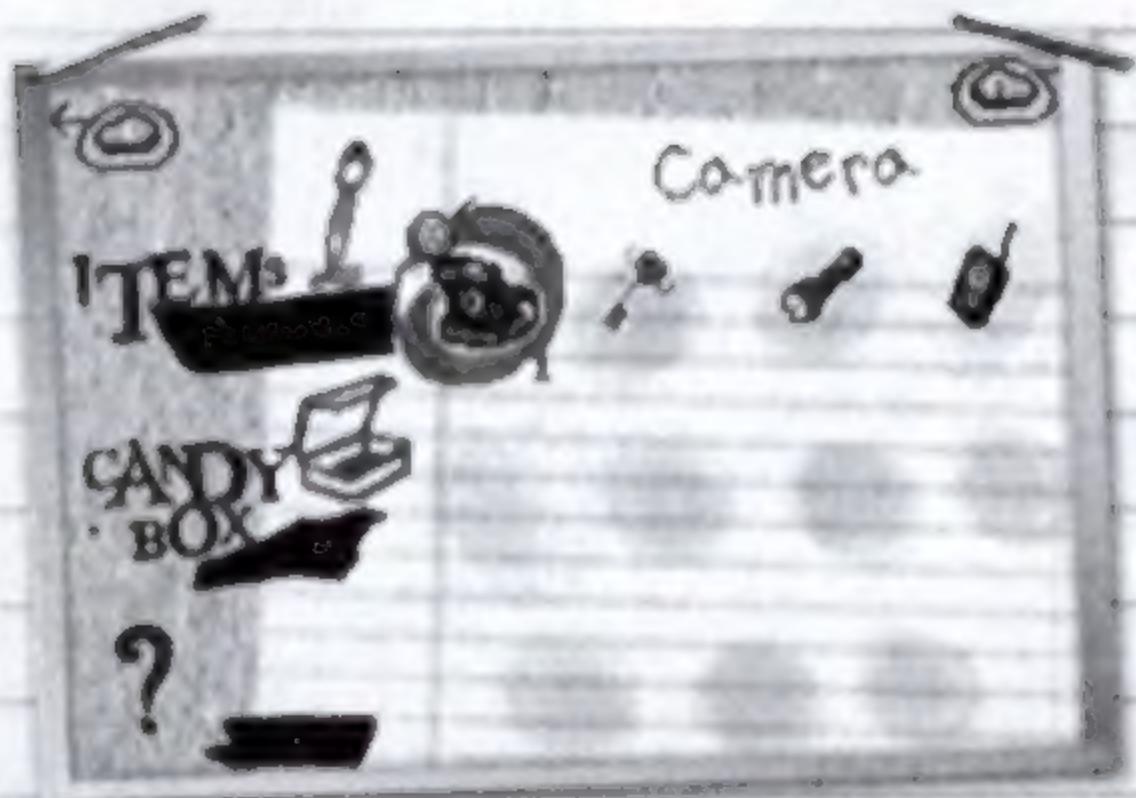
Displays the remaining water left in the water gun. When it flashes, find some water bottles and reload!

4. Action Alert

Press the R Button to perform the action shown.

Secondary Item

Displays currently equipped secondary item and number of charges left.



Pausing the Game

Press START at any time to pause the game and access the in-game menu. Press the B Button to return to the game.

In-Game Menu

Use the L and R Buttons to switch between screens.

- Inventory Screen - Access/equip your collected Inventory Items here. Press the A Button to equip the selected item.
- Quest Screen - Access your collected quest Items here.
- Gun Screen - See the upgrades you've collected for your water gun.
- Options Screen - Access the Options Menu here.
 - Music Volume - Adjust the in-game music volume.
 - Sound Volume - Adjust the in-game sound FX volume.
 - Language - Change the language used in the game.
 - Quit - Abandon your quest.
- Map Screen - Access the Monster House map here. Collect blueprints for each level of the house.

CHARACTERS

Dj

Dj is a 12-year-old boy who is obsessed by the mysteries that surround the Nebbercracker house. He lives right across from it and has been "monitoring" it for some time now...

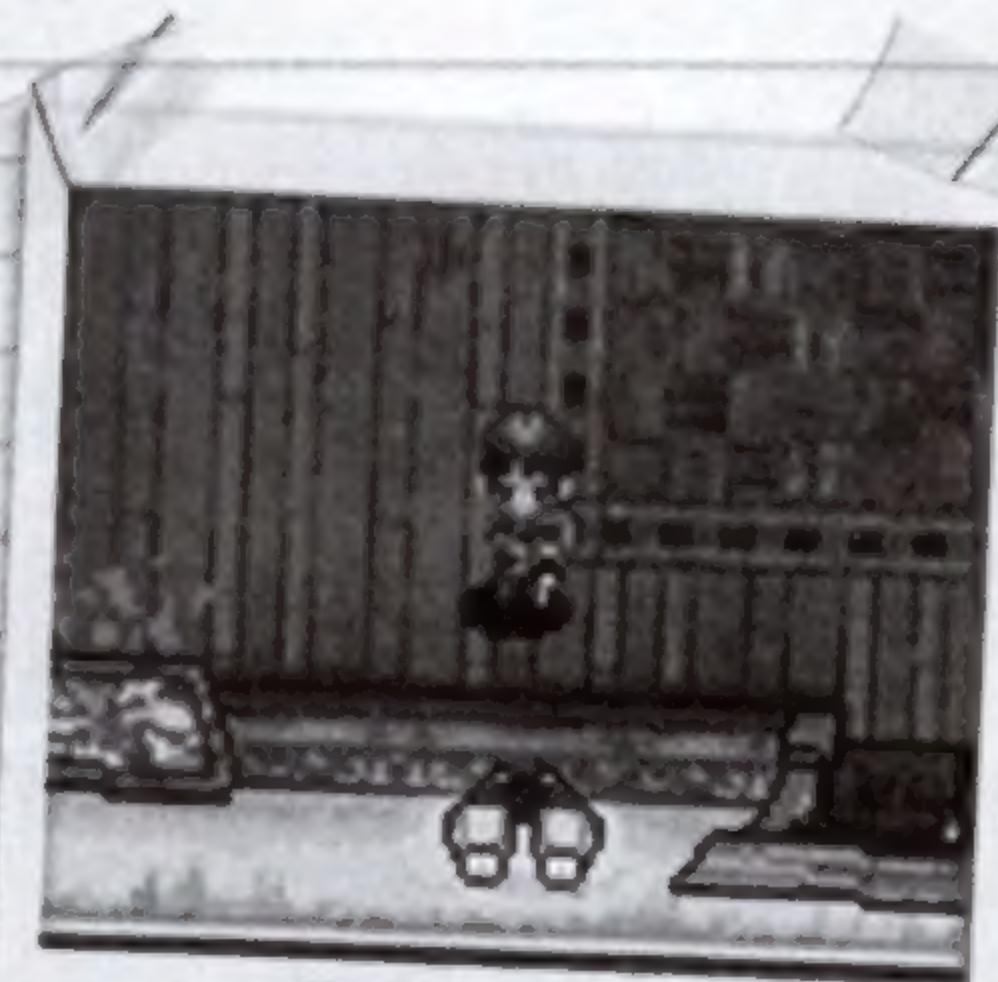
Dj is equipped with a water gun and a camera that stuns enemies. He can also climb into areas the others cannot.

Dj's Water Gun

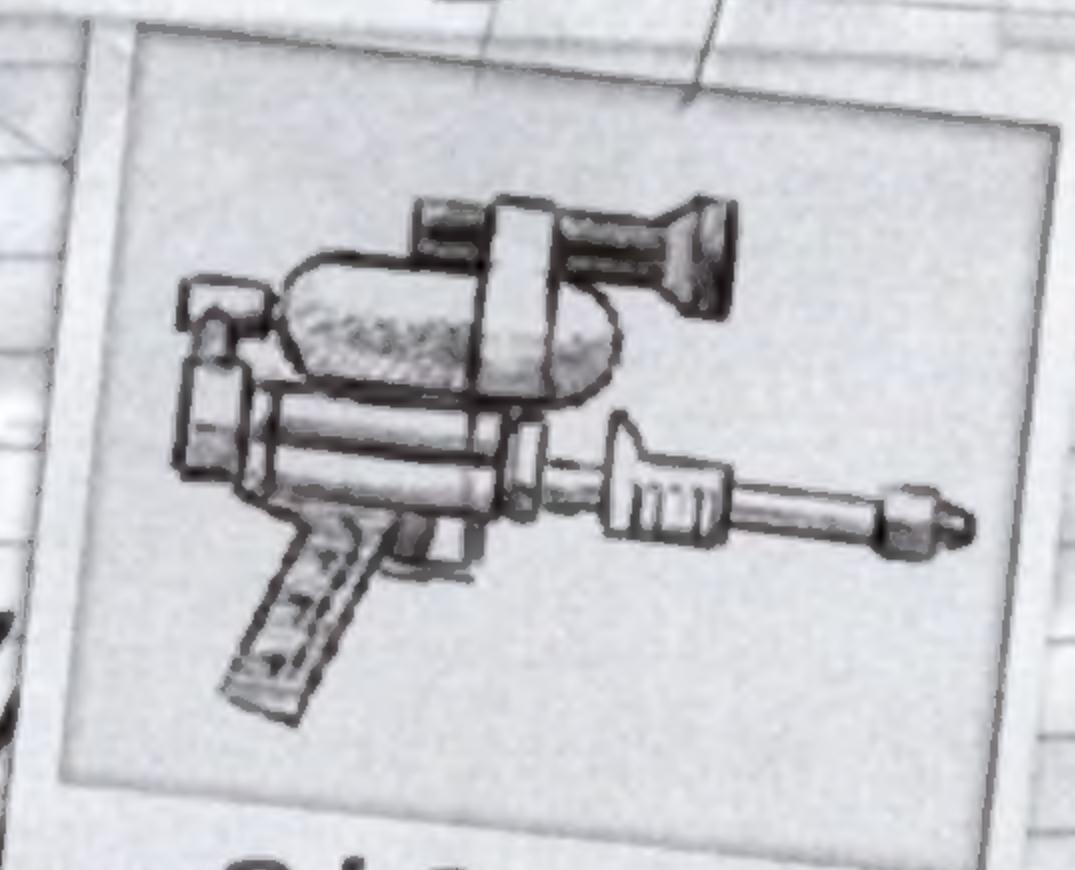
This water gun is perfect for medium-ranged shootouts where you don't need to move that much. Dj's water gun only does damage to a single enemy at a time.

Special Attack: Water Stream

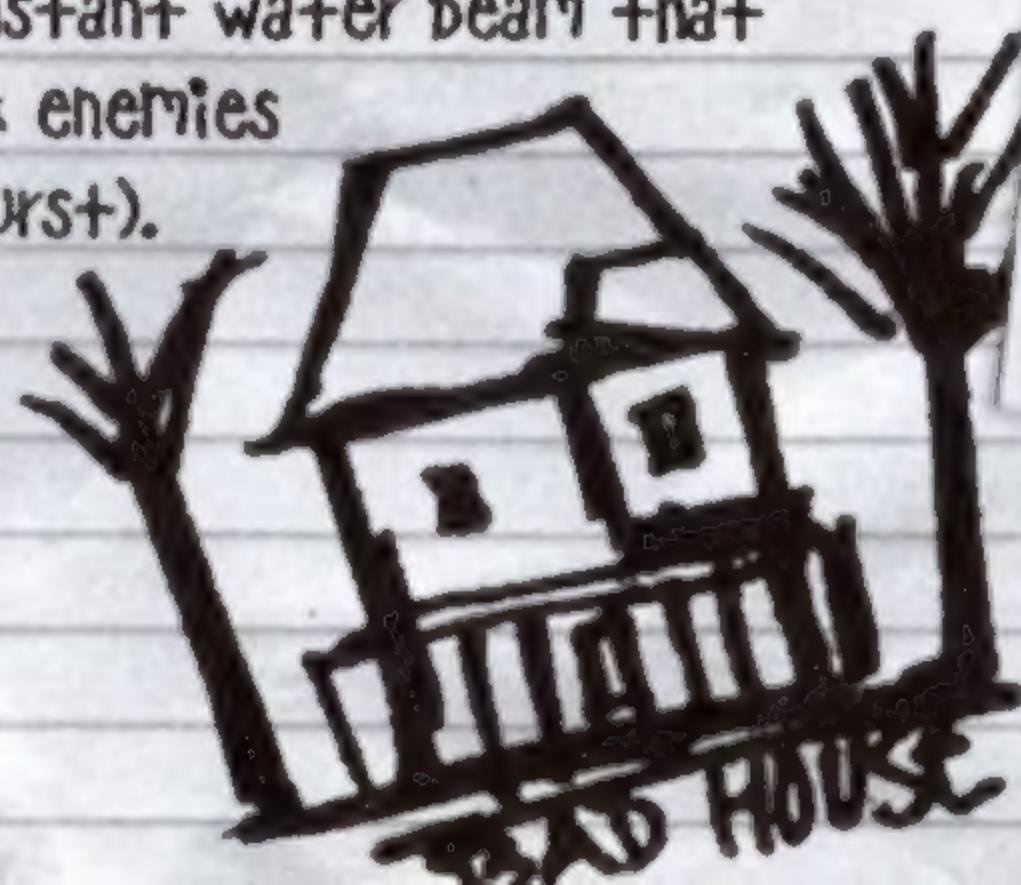
Press and hold the B button. This sprays a constant water beam that does more damage and the attack pushes back enemies (uses more water than the standard water burst).



Dj



water Gun



Chowder

Dj's best friend, Chowder (also 12), is a slightly overweight kid who acts like the fearless hero that he is not.

Chowder has a five-beam water gun with an integrated balloon inflating device (these water balloons do a lot of damage and cover a big area!). He can also push or pull heavier objects that Dj and jenny can't.

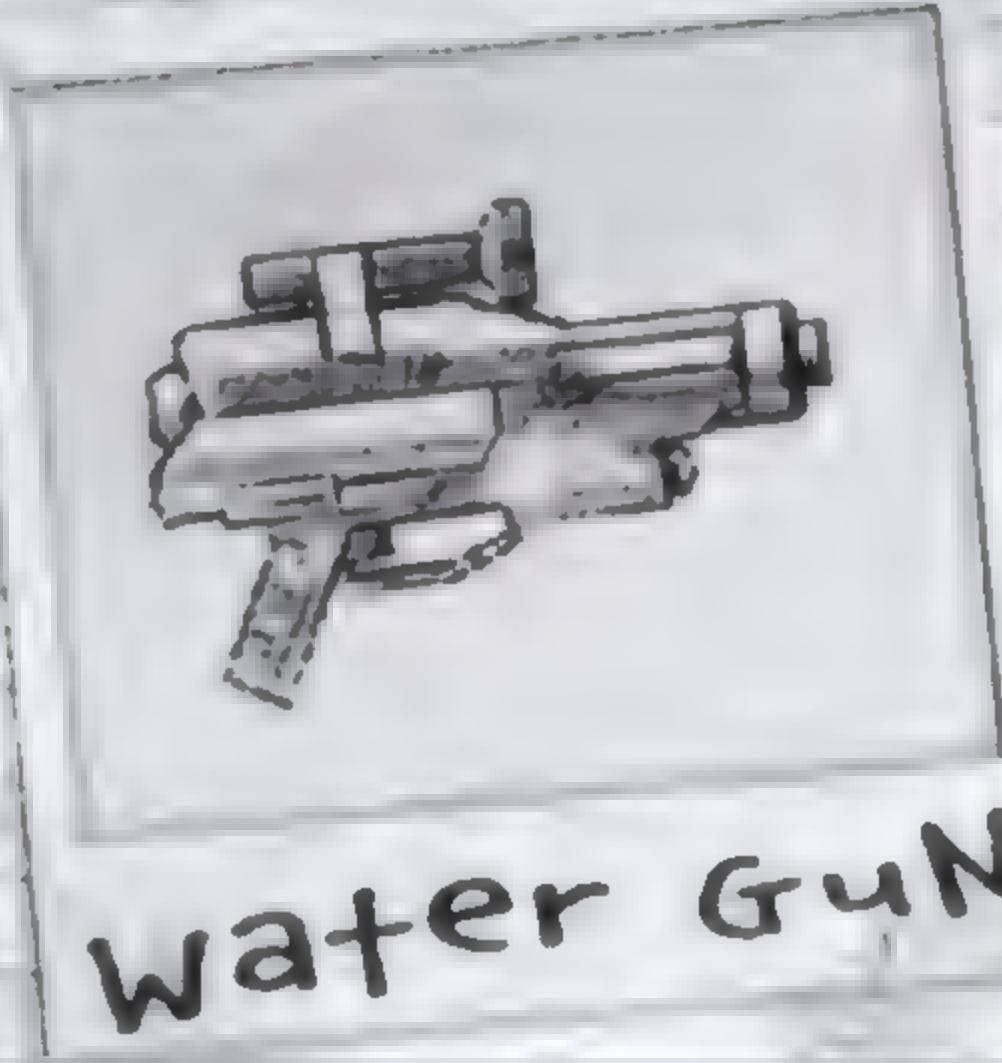
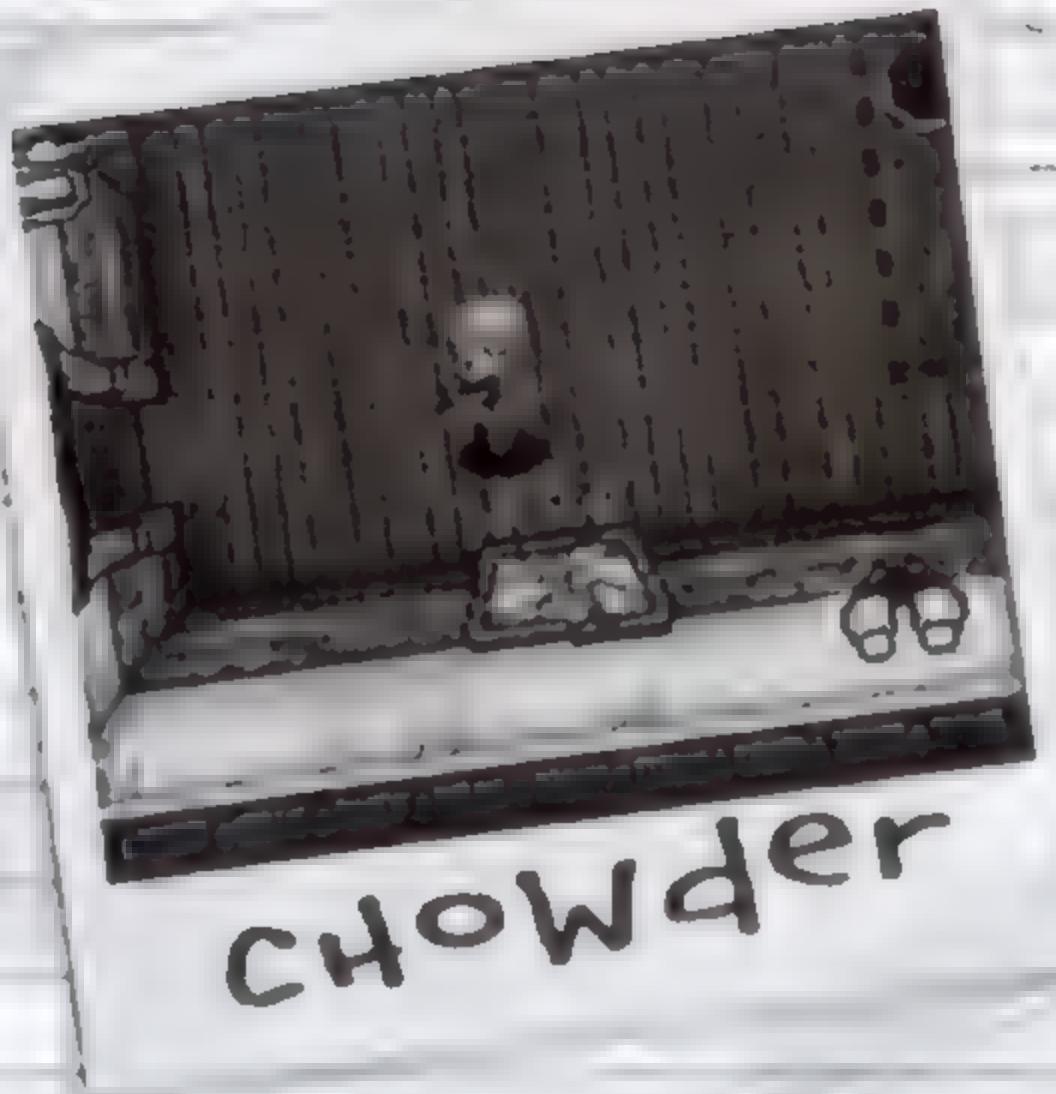
Chowder's Water Gun

Chowder's water gun can hit multiple enemies at the same time, especially when close.

Special Attack: Water Charge

Press and hold the B Button with Chowder to begin the charge of his attack. Once it's charged to its maximum, release the B Button to unleash a large water blast for massive damage.

In addition, the charge attack hits more than one enemy and pushes them back (uses more water than the standard water burst).



jenny

jenny is a cute and brilliant 12-year-old girl who ends up in this adventure by mistake as she was about to sell candy to the Nebbercraker house.

She carries a unique water pistol that fires rapid bursts of smaller shots. She also has a slingshot that fires marbles. jenny uses the slingshot to perform precise, powerful shots, and to help in puzzle-solving. She can also crawl through small passages, (her special ability).

jenny's Water Gun

jenny's water gun shoots fast but does less damage.

Special Attack: Water Rapid Bursts

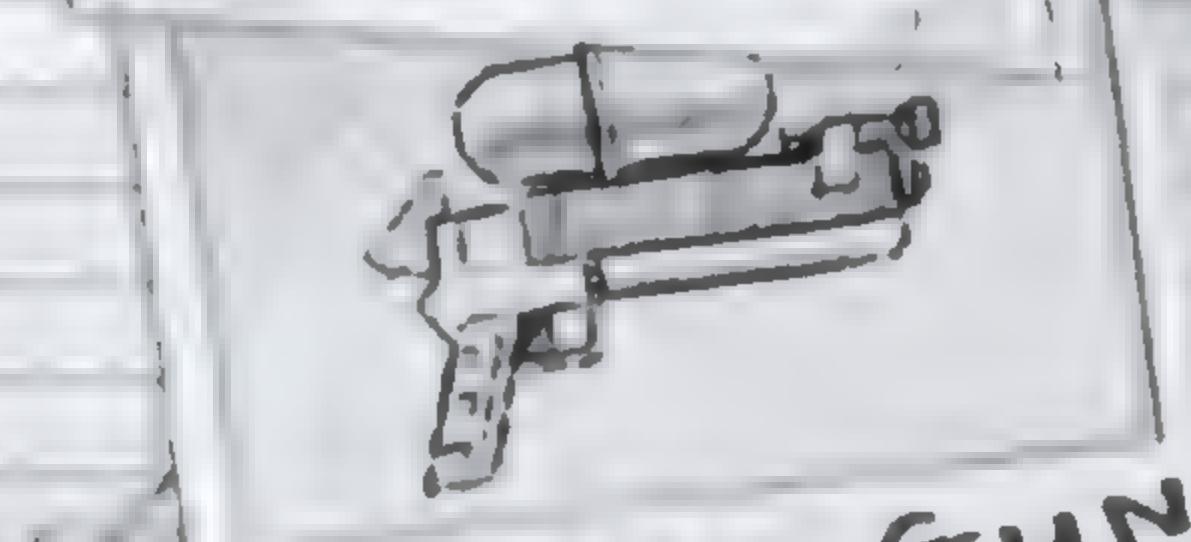
To shoot water rapid bursts, press and hold the B Button. In addition to doing more damage, the rapid bursts attack pushes back enemies, but uses more water than the burst attack.

skull

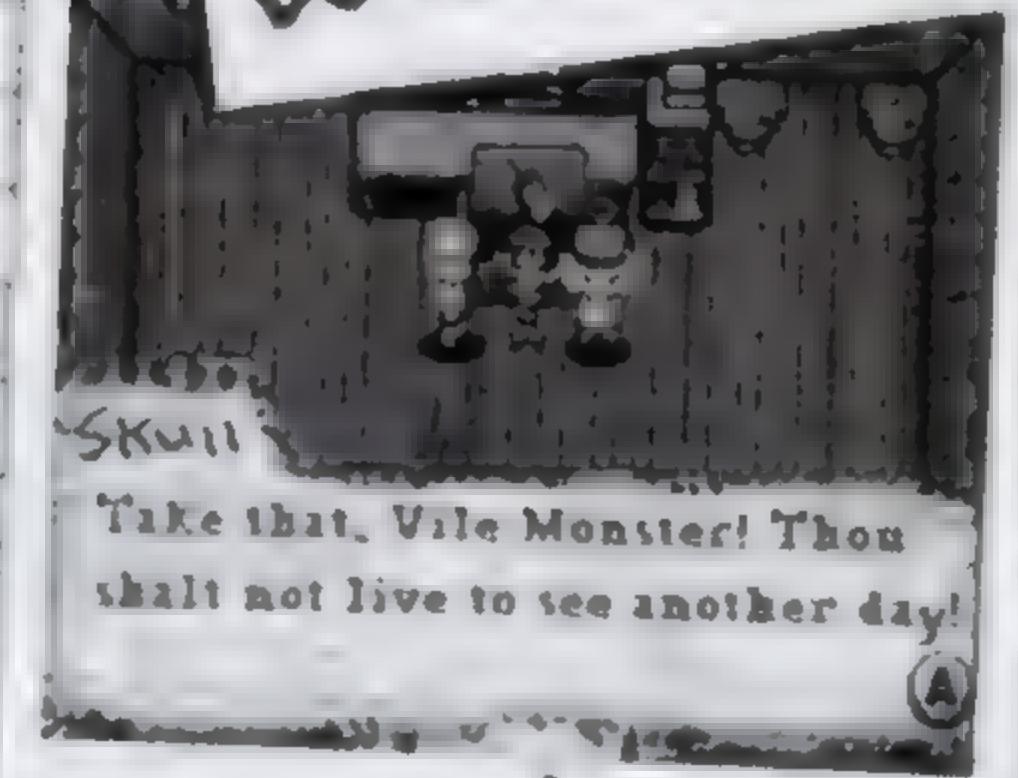
An employee of the Pizza Freak restaurant, this all-wise, all-knowing, three-time thou Art Dead champion, is ready to interrupt his endless game of "thou Art Dead" to offer his supernatural expertise and advice to the kids.



JENNY

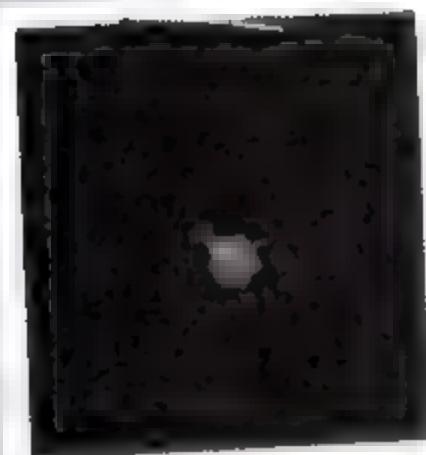


water Gun



SKULL

POWER-UPS/COLLECTABLES



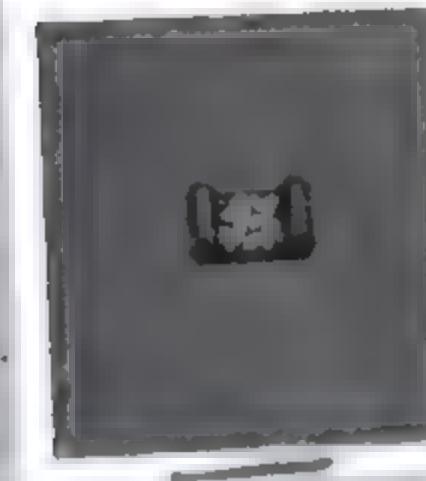
Balloon

Adds charges to Chowder's water balloons.



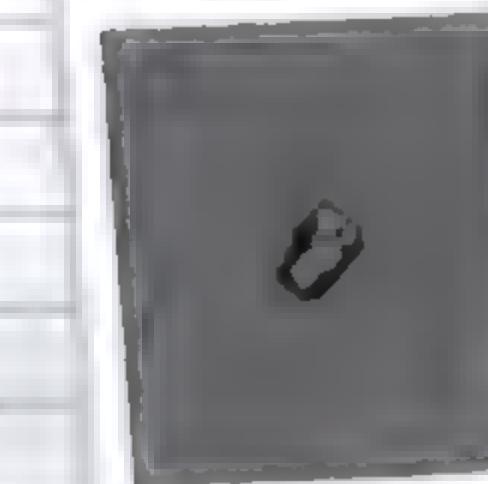
Energy

Gives you a big boost of energy.



Blueprints

The blueprints of the house are the best way to know how to navigate inside it. When you collect one, the map of the current level becomes visible on the Map Screen.



Soda Cans

Gives you the maximum boost of energy (refills your energy bar).



Candy

Gives you a small boost of energy.



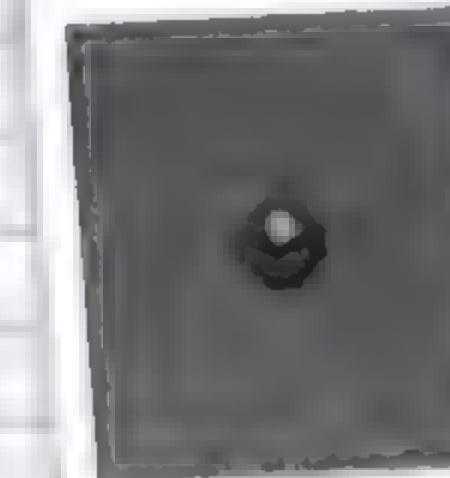
Flash Cubes

Adds charges to Dj's camera.



Chocolate

Gives you a medium boost of energy.



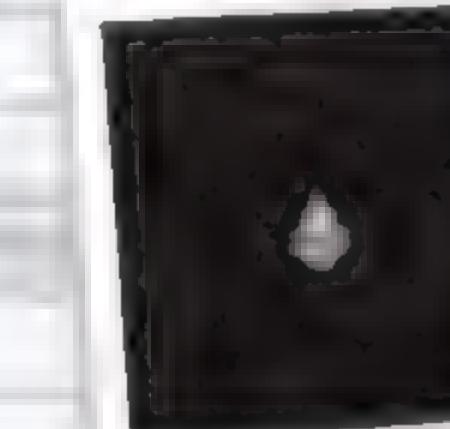
Marbles

Adds charges to Jenny's slingshot.



Cold Syrup

Charges up Chowder's cold syrup item.



Water

Charges up the water guns.

Water Gun Upgrades

these upgrades increase the fire rate, the damage done, the range, and the ammo capacity. Upgrades are installed automatically and can be viewed on the Gun Screen in the In-Game Menu.

ITEMS/EQUIPMENT

Brass key

the brass key was Nebbercracker's and was used to lock all the important things around the house. Only Dj can use the key.

Camera

Dj's secondary weapon is a photo camera, which is mainly used to stun enemies for a limited time. Dj always used it to get evidence about the creepy house. It works with flash cubes that can be found throughout the house.

Candy Box

When the player collects a chocolate bar or a soda can, it's stored here.

Cold syrup

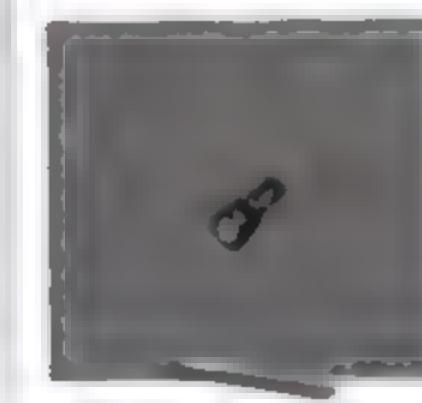
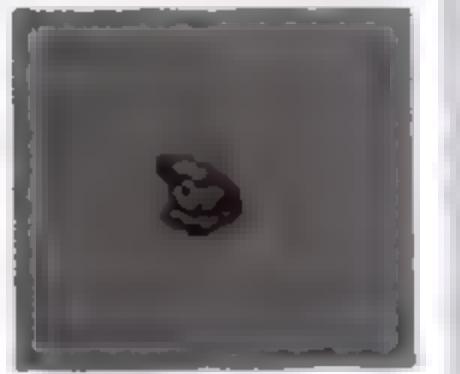
Chowder's dad is a pharmacist and it gives him access to cold syrup, which is used to put the house to sleep and slow down enemies.

Flashlight

the flashlight illuminates dark areas. It needs to be equipped to be used, so no secondary items can be used while the flashlight is on.

Slingshot

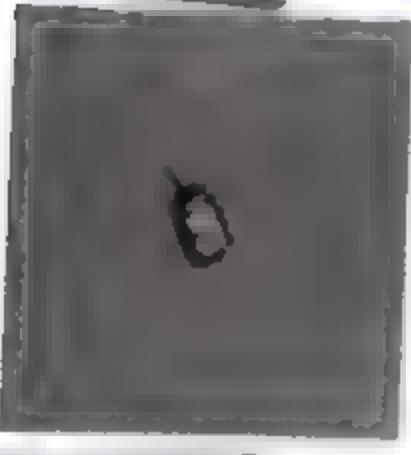
Jenny's secondary weapon is the slingshot. It requires marbles for ammunition.





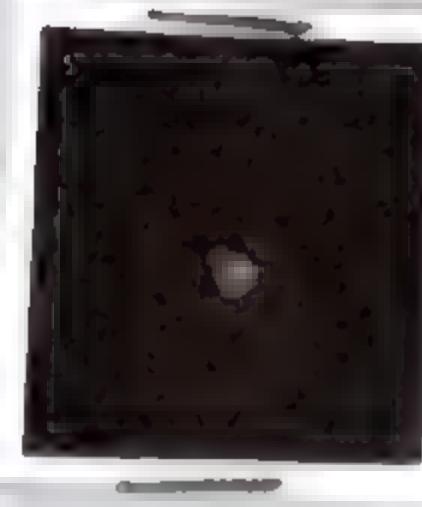
trash Can

Jenny can use the trashcan to hide from monsters, pipes, or searching lights. While in the trashcan, Jenny is undetectable to enemies, but can't use her gun or any other ability.



Walkie-talkie

The Walkie-talkie is the only way to communicate with people outside the house. Use it to talk to Skull, the all-knowing, all-wise pizza dude, to get a reminder on your next objective.



Water Balloons

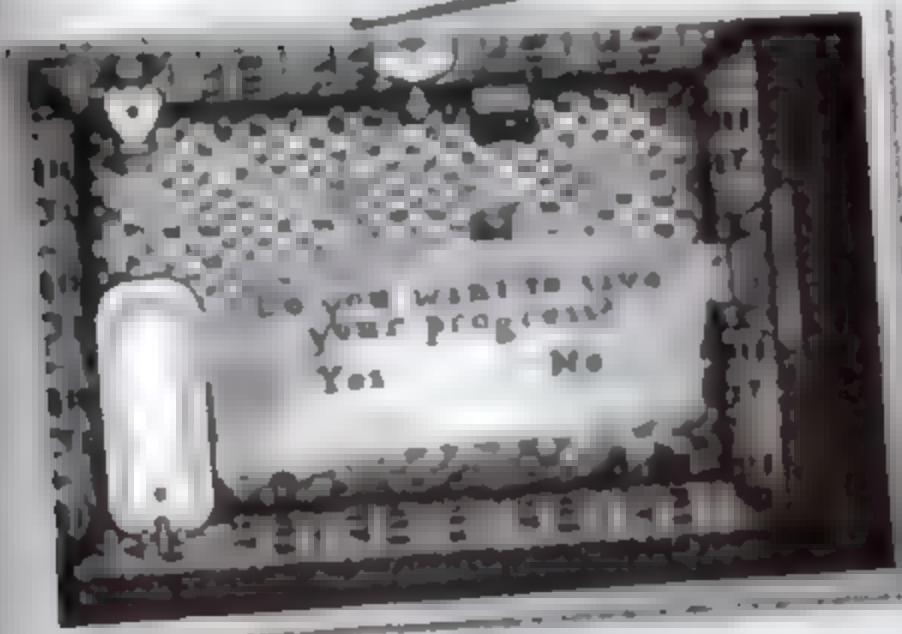
Chowder's secondary weapon is the water balloon.



Water Bottles

Water that is found in the bathrooms will be stored in these bottles for later use. When you're out of ammo, equip a bottle and use it to refill your weapon.

SAVING AND LOADING

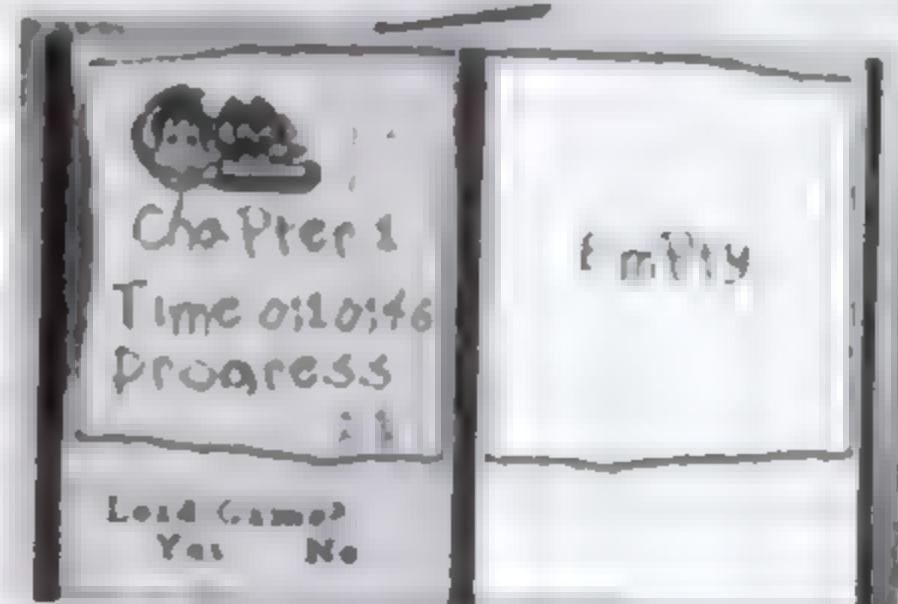


Saving a Game

Saving can be done by finding a safe room in the house. Safe rooms are bathrooms, as the house would be far too scared of attacking you there in case it flooded itself. Enter a safe room and the game will ask if you want to save your progress. Select Yes and press the A button.

Loading a Game

To load a previously saved game, from the Main Menu, select Load Game from the Main Menu, use the Control Pad to select a SAVE SLOT, then press the A button.



TIPS

Breakables

Watch for breakable objects (like vases). These objects can contain power-ups (energy, candies, and water) or other items. To break them, pick up and throw or shoot with the water gun or other weapon.

Pushable Objects

Some pushable objects are heavy and can only be pushed by Chowder.

Switches and Pressure Plates

The Monster House is full of different devices that lock doors and passages. Some are activated by constant pressure, some work in an on/off pattern, others are activated by pulling, and others by special equipment like the slingshot and even by weight.

Puzzle Resetting

If you get stuck with a puzzle or have moved something you didn't want to, try leaving the room and re-entering. Usually the puzzle will reset and you can have another go.

Searching in the Dark

When you are searching for things with your flashlight, sometimes it's easier to hold the R button so you can walk around and face the same direction.

CREDITS

Developed by Artificial
Mind and Movement
Montreal, Canada

Game Designer
Dave Richard

Game Director
David Williams

Project Manager
Cesar Kounkou

Lead Programmer
Alexandre Gauthier

Game Programmer
Guy Fleurant

Tools Programmer
Andre Mathieu

Lead Artist
Yan Bohner

Background Artist
Simon Nadeau

Animator
William Douville

Graphic Design
Khanh - Long Huynh

Additional Design
Stephen David Wark

Lead tester
Cedric Michea

testers
Andre Laniel

Gameplay Analyst
Vincent Noiret

Executive Producer
Remi Racine

Game Executive
Pierre Robidoux

Head of Production
Chafye Nerrir

Sound Design
Mike Baugh

Music and GAX Sound Driver
Shin'en

Special thanks
Lyne Girouard
Chloe Desautels
Marie-Christine Gosselin

Maria Radice
Alain Moreau
Martin Saindon
Martin Thibert
Caroline Beaulac

Friends and Families

THQ
Associate Project Manager
Rob Shepherd

Project Manager
George Collins

test Supervisor
Nicholas Gardner

Mastering Lab technicians
Charles Batarse

Creative Manager
Scott Rogers

test Lead
George Erwin

Anthony Dunnet
T. Ryan Arnold

Production Resources Manager
jenae Pash

testers
Lori Androsczuk
Sanjay Patel
Ricardo Gutierrez

Database Applications Engineers
jason Roberts
Brian Kincaid

Art Director
Thom Ans

First Party Supervisor
Adam Affronti

Game Evaluation team
Sean Heffron
Scott Frazier
Matt Elzie
Eric Weiss

Technical Manager
Peter Andrew

First Party Specialists
Scott Ritchie
Todd Thommes
Georgeina Schaller
Russell Brock

Director of Global Brand Management
John Ardell

Director, Project Management
Richard Browne

QA technicians
Richard Jones
David Wilson
Jonathan Gill

Senior Global Brand Manager
Sarah Handley

Director, Quality Assurance
Monica Yallejo

QA Managers
Mario Waibel
Michael Motoda

Brand Manager
Kevin Hooper

Special thanks:

Brian Farrell

Kelly Flock

Director, Creative Services
Howard Liebeskind

Jack Sorensen

Terri Schiek

Jim Kennedy

Senior Manager,
Creative Services
Brian Balistreri

Germaine Gioia

Brandy Carrillo

jenni Carlson

Creative Services Manager
Melissa Roth

Sony Pictures Consumer Products

Executive Director, Interactive
Mark Caplan

Package Layout & Design
Bryan Frodente

Executive Producer, Interactive
Keith Hargrove

Instruction Manual
Richard Dal Porto

Special thanks

Gil Kenan

Jason Clark

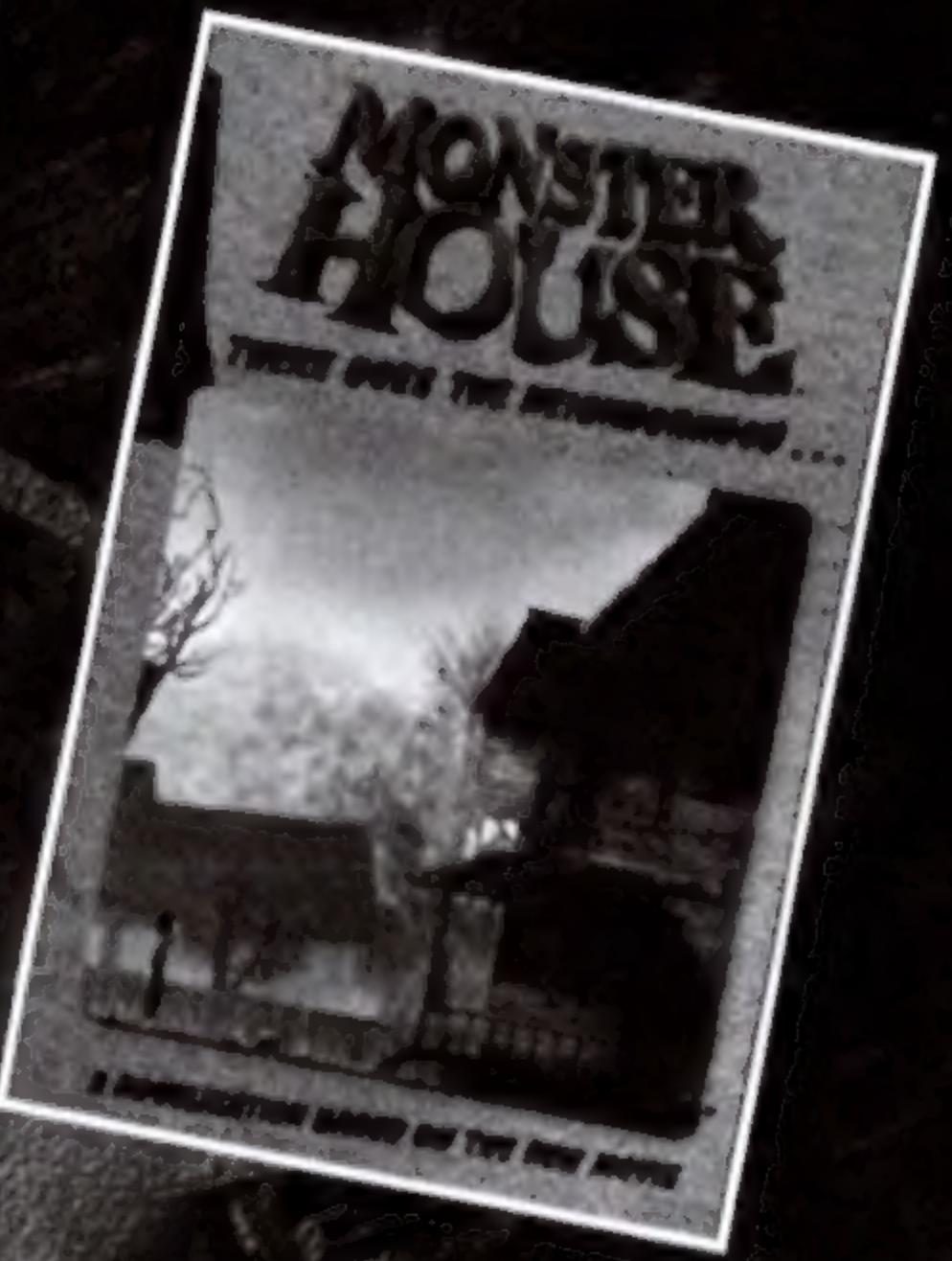
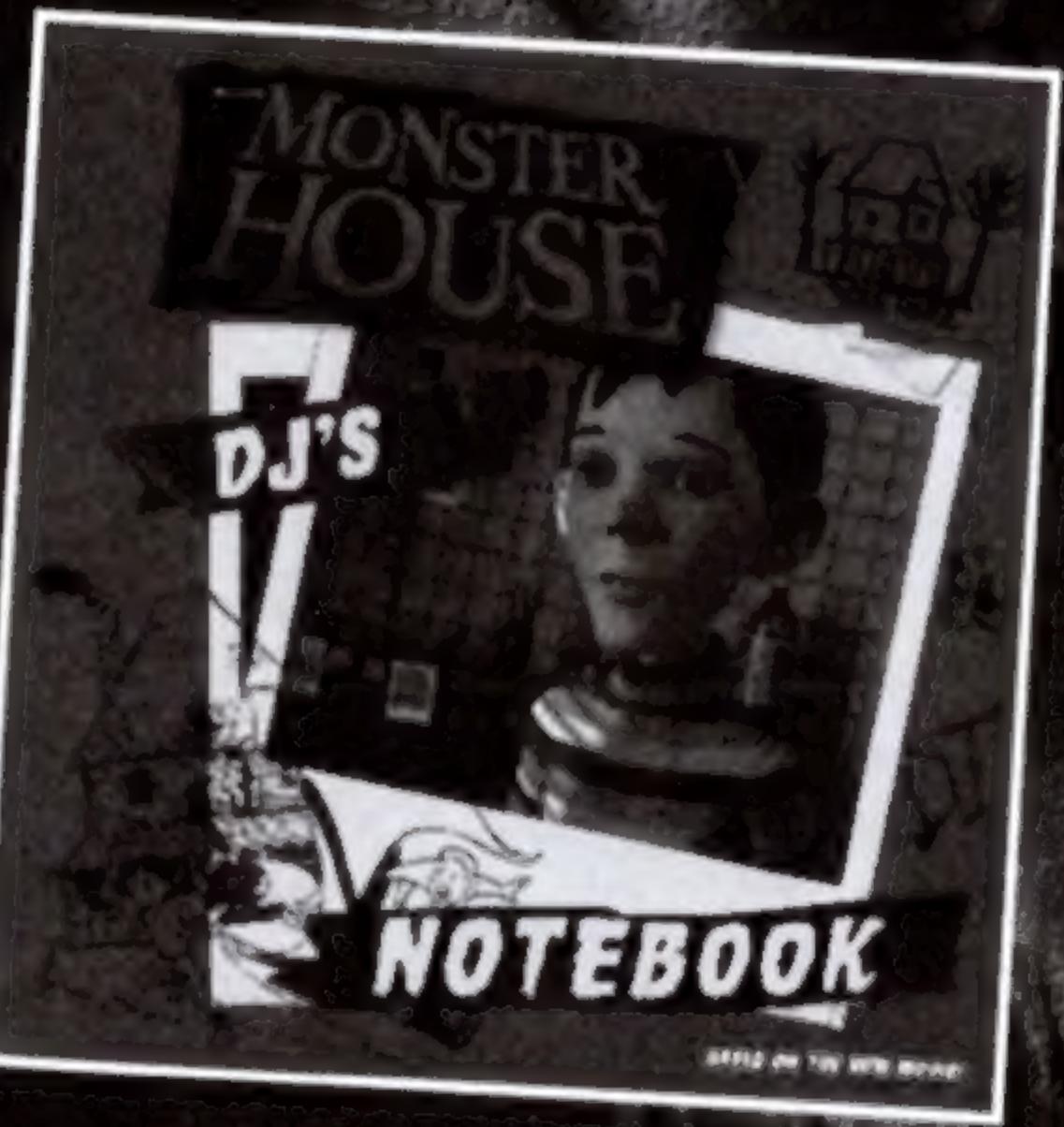
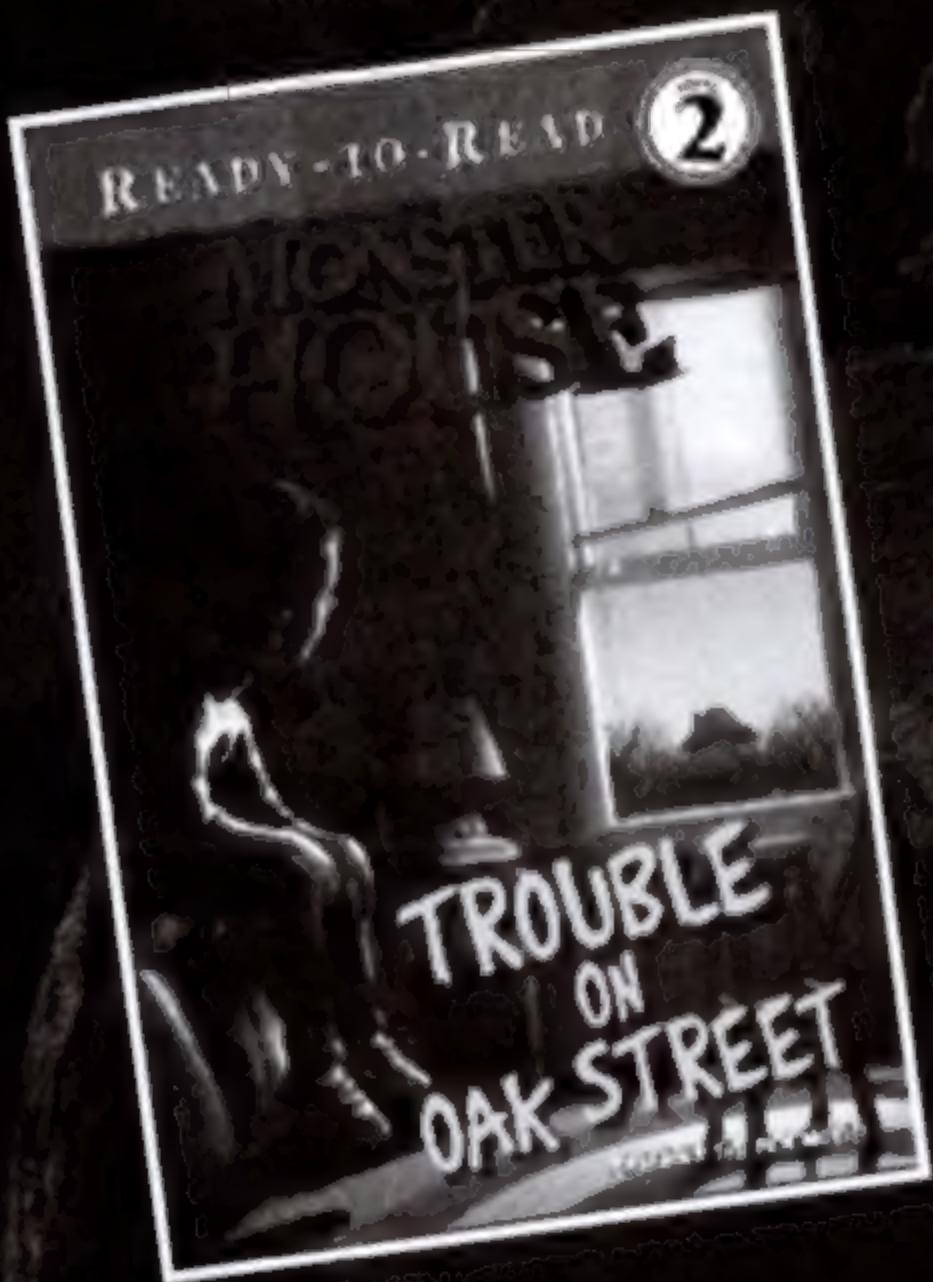
Heather Smith

NOTES

NOTES

MONSTER HOUSE™

Check out these
spooky stories!



Monster House books from Simon Spotlight, available wherever books are sold.



Simon Spotlight • Simon & Schuster Children's Publishing
www.SimonSaysKids.com

TM & © 2006 Columbia Pictures Industries, Inc. All rights reserved.

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 32228. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

REGISTER YOUR GAMES ONLINE



MY THQ

at www.thq.com

Go to the MY THQ link at www.thq.com to win games and other great prizes. Plus...

- » Personalize your online experience with MY THQ to receive game alerts, exclusive screens, videos and wallpapers
- » Get the latest THQ newsletters
- » Access the Career Zone, Forum and online games
- » Download the latest demos and patches
- » Easy to use site for all THQ gaming information
- » Quick links to search by title or platform
- » Be considered for beta testing and help shape the THQ games of the future

THQ Inc. 29903 Agoura Road, Agoura Hills, CA 91301

© 2006 Sony Pictures Consumer Products Inc. Monster House. © 2006 Columbia Pictures Industries, Inc. Source code. © 2006 THQ Inc. Developed by Artificial Mind & Movement. Artificial Mind & Movement and its logo are trademarks of Artificial Mind & Movement Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners.



www.thq.com

PRINTED IN USA

107659